KATH

Personal Details

Name
Goes by
Player

ATTRIBUTES

Reputation	
Persuasion	
Credit	
Heritage	

Agility	
Close Combat	
Ranged Weapons	
Stealth	
Strength	

Areas of Expertise

00	0
00	0
00	0
00	0
00	0
00	0
00	0
00	0
00	0
00	0
00	0
00	0

Wounds

000



PASSIVE



OCCUPATION

Select a primary occupation for the character.

For example:

- · Antiquarian or antique shop owner
- \cdot Artist
- \cdot Author
- \cdot Detective
- \cdot Dilettante
- Engineer

- \cdot Journalist
- · Lawyer or judge
- · Physician or psychologist
- \cdot Police officer
- \cdot Priest
- · Professor

ATTRIBUTES Spend 13 points on Attributes.

ACTIVE ATTRIBUTES

Agility, Close Combat, Ranged Weapons, Stealth, and Strength are Active Attributes.

Usage: Roll 1d6 per Attribute point. 4-6 are successes. Usually, only 1 successful die is required to succeed. In a contested roll, the largest number of successes wins. If tied and the number of successes is larger than 0, both succeed.

PASSIVE ATTRIBUTES

Reputation, Persuasion, Credit, and Heritage are Passive Attributes.

Usage: Compared with a non-player character's tendency to be impressed by said Attribute. The higher the value, the more picky of a non-player character will be impressed. Some may not be impressed at all by certain Attributes.

Areas of Expertise

Spend 10 points on Areas of Expertise.

Usage: Simply use the value directly to gauge the depth of information garnered from clues within the subject. A clue is automatically found when the character searches in the right place or asks the right question, but the expertise determines the depth of any prior knowledge and analysis.

1 corresponds to a somewhat informed amateur.

2 corresponds to a professional.

3 corresponds to an extremely well-versed expert.

Clues that require deeper knowledge than the party possesses need to be brought to a third party with the necessary expertise.

